

Isaac Cheung

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Education

University of British Columbia

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

Vancouver, BC

September 2018 - May 2022

- **Major GPA: 4.14/4.33, Cumulative GPA: 3.95/4.33**
- **Graduated With Distinction, Dean's Honour List**

Experience

Google

SOFTWARE ENGINEER

Mountain View, CA

August 2022 - Present

- Incoming software engineer working in the Google Cloud Privacy and Security product area.

Amazon Web Services (AWS)

SOFTWARE DEVELOPMENT ENGINEER INTERN

Remote | Palo Alto, CA

February 2021 - August 2021

- Designed and implemented remote server execution support via VMware APIs. Done using Java and Golang.
- Integrated the AWS Schema Conversion Tool into existing service API workflow using Java and Docker, allowing the generation of recommendations for database migrations on the cloud.
- Leveraged numerous AWS services to streamline development, such as S3, DynamoDB, Lambda, API Gateway, Secrets Manager, Cloud Watch, and Cloud Formation.
- Led all testing for the features that I worked on, including unit tests, integration tests, and end-to-end tests.

Amazon Web Services (AWS)

SOFTWARE DEVELOPMENT ENGINEER INTERN

Remote | Palo Alto, CA

May 2020 - September 2020

- Reduced the Server Migration Service's console load time latency by over 60% through various API optimizations, such as leveraging global secondary indexes in DynamoDB to improve filtering. Done using Java.
- Increased the region build automation's coverage from 60% to 90% and removed deprecated dependencies through a refactoring of the team's automated region build code using an internal framework in Ruby.

BGC Engineering

WEB & MOBILE DEVELOPMENT INTERN

Vancouver, BC

January 2020 - May 2020

- Added functionality to the map identify tool, enabling the tool to select polygon geometry based target objects using TypeScript.
- Solved numerous concurrency issues related to the web form logic used by 1000+ engineers daily.
- Created new React web form and web form components to support 1000+ engineers in the field daily, enabling them to electronically document inspections and remotely sync the data on various hazard sites.
- Decreased the Jira backlog by over 10% by fixing numerous bugs in both front and back end using TypeScript, C#, and SQL Server.

Projects

Discord Bots

Technologies used: JavaScript, Node.js, Discord.js, Unsplash API, Heroku

January 2019

- Developed and properly deployed various Discord bots capable of automating the process of mass deleting server messages with filtering capabilities and keyword matching, in addition to retrieving seal photos using the Unsplash API.
- Set up continuous deployment pipeline to deploy bots on Heroku.

League of Legends Profile Analyzer

Technologies used: Java, Java Swing, Riot API

September 2018

- Designed and created a desktop application which extracts and stores player data using the Riot API.
- Creates player profiles using the retrieved data to analyze and compare stats

Skills

Languages	Python, Java, C, C++, C#, Golang, TypeScript, JavaScript, Ruby, SQL, NoSQL, Haskell
Version Control Systems	Git / Github
Testing	JUnit, Mockito, PowerMock, Mocha
Other Technical Skills	HTML, CSS, React.js, Node.js, Express.js, Three.js, Swing, Cobra, AWS, Heroku, Docker